

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1.-19. (Canceled).

20. (Currently Amended) A virtual card gaming system comprising:

a processing unit;

a plurality of player screens connected to the processing unit; and

a touch sensing unit associated with each player screen, wherein playing cards displayed on ~~the each~~ player ~~screens~~ screen are adapted for graphical manipulation in response to continuous touch movements detected through the associated touch sensing ~~units~~ unit, the manipulation comprising a three-dimensional representation so as to ~~at least~~ partially reveal the each playing cards from a face down representation such that a portion of an underside of the playing card in a face down representation is revealed in an advancing manner corresponding to an advancement of the continuous touch movements.

21. (Currently Amended) The system according to claim 20, wherein a trigger margin is provided on said each playing card and if the touch sensing unit senses said continuous touch movements following a touch within the trigger margin, the processing unit generates an imaginary elongated member for mapping ~~a said~~ portion of the playing cards where the continuous touch movements are acted thereon, ~~which said imaginary elongated member being~~ perpendicular to a direction of the continuous touch movements and such that when the portion of the playing card mapped onto the imaginary elongated member has reached a highest point of the imaginary elongated member during partially revealing of the playing card in the advancing manner, the portion of the playing card further advances in the direction of the continuous touch movements without mapping onto the imaginary elongated member.

22. (Previously Presented) The system according to claim 21, wherein the imaginary elongated member is an imaginary cylinder.

23. (Previously Presented) The system as claimed in claim 20, wherein each player screen is divided into a set of functional areas, and the processor processes touches detected through the touch sensor units based on the functional area in which the touch was detected.

24. (Previously Presented) The system as claimed in claim 23, wherein the set of functional areas comprises a playing cards area.

25. (Previously Presented) The system as claimed in claim 23, wherein the set of functional areas comprises a chip holding area and a betting area.

26. (Previously Presented) The system as claimed in claim 25, wherein the processor instructs the removal of a chip from display in the chip holding area and display of the chip in the betting area as a result of a single touch detected in the chip holding area through the touch sensor unit, followed by a touch detected in the betting area.

27. (Previously Presented) The system as claimed in claim 26, wherein the processor instructs the removal of another chip of the same value from display in the chip holding area and display of the chip in the betting area as a result of a subsequent single touch detected in the betting area.

28. (Previously Presented) The system as claimed in claim 20, wherein the system further comprises a dealer screen connected to the processor unit for displaying shuffling of a stack of cards and dealing of cards to the player screens.

29. (Previously Presented) The system as claimed in claim 28, wherein a touch sensor unit associated with the dealer screen facilitates the dealer screen to function as a user interface to the processor unit.

30. (Previously Presented) The system as claimed in claim 20, wherein the system further comprises a sound unit of providing an audio signal under the control of the processor unit, and the processor unit is capable of manipulating the audio signal based on signals from the touch sensor units.

31. (Previously Presented) The system as claimed in claim 20, wherein the system further comprises a payment unit, and the processor unit accounts transactions of each player.

32. (Previously Presented) The system as claimed in claim 31, wherein the payment unit comprises one or more of a group comprising an electronic funds transfer machine, a notes reader and a secure cash box.

33. (Previously Presented) The system as claimed in claim 20, wherein the system is operable under an automatic mode without a human controller.

34. (Previously Presented) The system as claimed in claim 20, wherein the system is operable under a semi-automatic mode with a human controller.

35. (Previously Presented) The system as claimed in claim 20, wherein the system is manually controllable by a human controller.

36. (Currently Amended) A computer readable storage medium having stored thereon code means for instructing a computer to execute a method for conducting a virtual card game, the method comprising displaying playing cards on a plurality of player screens, each player screen comprising a touch sensor unit associated therewith, and graphically manipulating

the displayed cards in response to continuous touch movements detected through each touch sensor-unit, unit, the manipulation comprising a three-dimensional representation so as to partially reveal each playing card from a face down representation such that a portion of an underside of the playing card in a face down representation is revealed in an advancing manner corresponding to an advancement of the continuous touch movements.

37. (Currently Amended) A method of graphically manipulating playing cards displayed on a touch screen in response to continuous touch movements detected through the touch screen, so as to ~~at least partially reveal the each playing cards~~ card from a face down representation ~~[[,]] such that a portion of an underside of the playing card in a face down representation is revealed in an advancing manner corresponding to an advancement of the continuous touch movements.~~ the method comprising:
generating an imaginary elongated member, the member being perpendicular to a direction of the continuous touch movements; and
graphically mapping a portion of the playing cards, where the continuous touch movements acted thereon, on the imaginary elongated member.

38. (Previously Presented) The method according to claim 37, wherein the imaginary elongated member is an imaginary cylinder.

Please add the following new claims:

39. (New) The method as claimed in claim 37, further comprising:
providing a trigger margin on said each playing card;
generating an imaginary elongated member if the touch screen senses said continuous touch movements following a touch within the trigger margin, the imaginary elongated member being perpendicular to a direction of the continuous touch movements;

graphically mapping said portion of the playing cards where the continuous touch movements are acted thereon, on the imaginary elongated member such that when the portion of the playing card mapped onto the imaginary elongated member has reached a highest point of the imaginary elongated member during partially revealing of the playing card in the advancing manner, the portion of the playing card further advances in the direction of the continuous touch movements without mapping onto the imaginary elongated member.

40. (New) The system as claimed in claim 20, wherein the player screens are disposed substantially horizontal and each player screen is displaced at an angular displacement with respect to each other.

41. (New) The system as claimed in claim 40, wherein the player screens are installed in a table structure with the player screens disposed on a tabletop.

42. (New) The system as claimed in claim 28, wherein the dealer screen and the player screens are installed in a table structure with the dealer screen and the player screens disposed substantially horizontal on a tabletop, and each player screen is displaced at an angular displacement with respect to each other.